# Screen 3 - Tutorial

\*Position of player

Ideally to simplify the UI we would like to get rid of the Health and Ammo Icon and integrate that into the actual bars. For example, Health bar could be made of hearts.

Score

Score icon

Animation/Graphic of W,A,S,D keys

Animation/Graphic of mouse clicking

E.g.,

800 x 600

\*

216 x 178

Health icon

Health bar

Gun/Ammo icon

Ammo bar/count